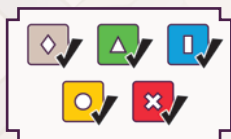


DESCRIPTION OF EFFECTS

IMMEDIATE EFFECTS



Cross off **a space of the Building** shown, paying its cost and following the order of construction.



Cross off **a space of one of the Buildings** shown, paying its cost and following the order of construction.



Cross off up to **two spaces of the Building** shown, paying their costs and following the order of construction.



Gain **7 Coins**.



Take action A with the current dice configuration, without paying the die cost.



Take another action (A, B, or C) with the current dice configuration.

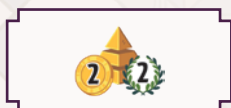
***Note:** You may choose the same die you used for your first action of this turn.*

IMMEDIATE AND END OF GAME EFFECTS



Immediately, gain 1 Coin per crossed-off space of this Building.

At the end of the game, gain 1 Victory Point per crossed-off space of this Building.



Immediately, gain 2 Coins per crossed-off space of your Wonder.

At the end of the game, gain 2 Victory Points per crossed-off space of your Wonder.

DESCRIPTION OF EFFECTS

PERMANENT EFFECTS



The **die cost** is reduced by 1.



The **die cost** of the color shown is reduced to 0.



When you choose a die of the color shown, gain 2 Coins.



Unlock the die shown. You may now choose it in the Forum.

END OF GAME EFFECTS



Gain the Victory Points shown.



Gain 1 Victory Point per crossed-off space of the Gallery of Leaders (including this space).

